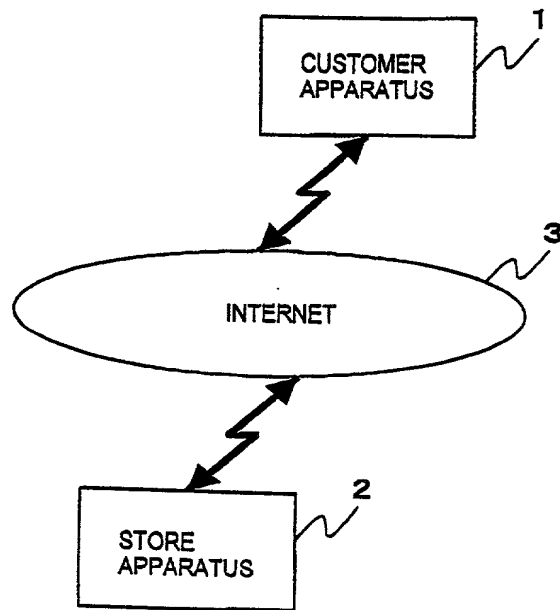


FIG.1



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FIG.2

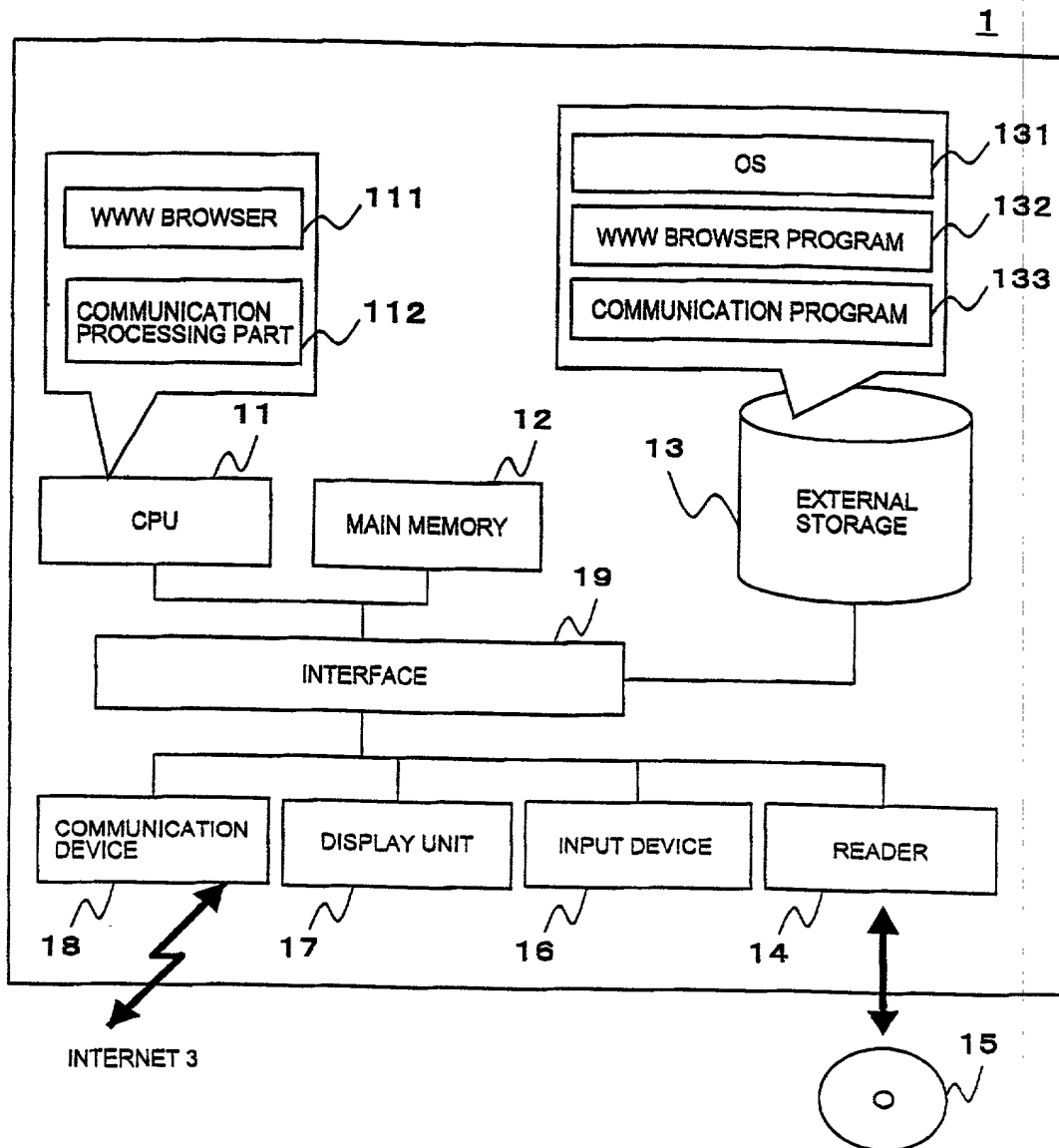


FIG.3

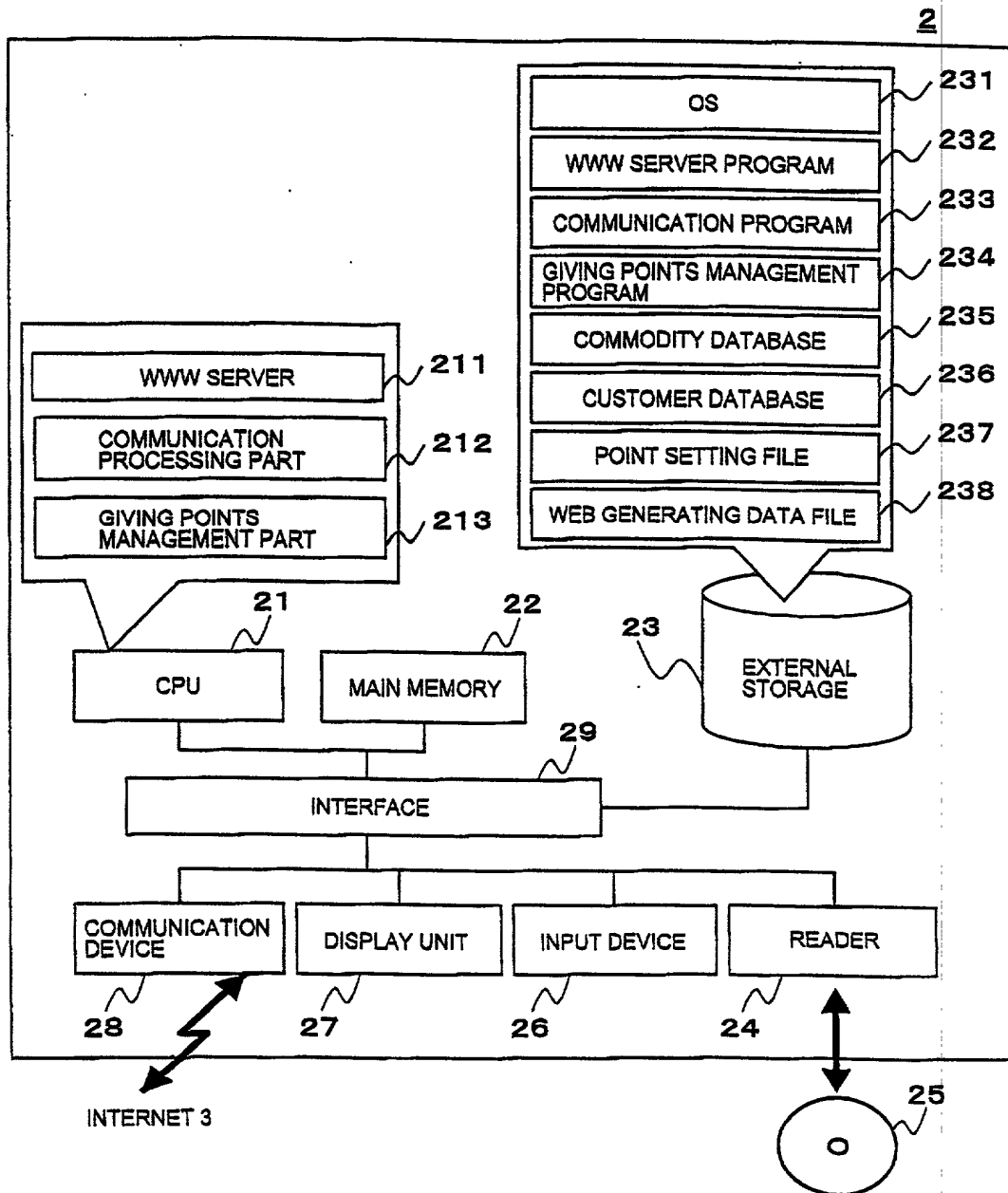


FIG.4

## COMMODITY DATABASE

COMMODITY ID	COMMODITY NAME	SELLING PRICE	PROPERTY	IMAGE
A001	○○○	1,000	HOUSEHOLD ELECTRIC APPLIANCE	...
A002	△○×	2,000	GAME MACHINE	...
⋮	⋮	⋮	⋮	⋮

FIG.5

## CUSTOMER DATABASE

CUSTOMER ID	2361
CUSTOMER NAME	2362
E-MAIL ADDRESS	2363
COMMODITY DELIVERY ADDRESS	2364
SETTLEMENT INFORMATION	2365
OBTAINED POINTS	2366
PURCHASE HISTORY	2367

FIG.6

## POINT SETTING FILE

	2371	2372	2373	2374	237
237a	COMMODITY ID	RATE %	START DATE	START DATE	
237b	(BASIC POINT RATE)	10			
237c	A001	15	1/15	1/31	
	A008	12	2/1	2/14	
	⋮	⋮	⋮	⋮	

FIG.7

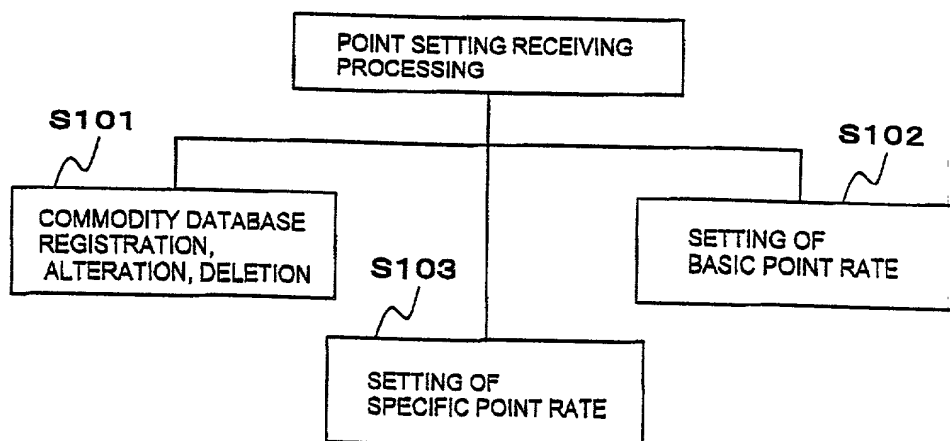
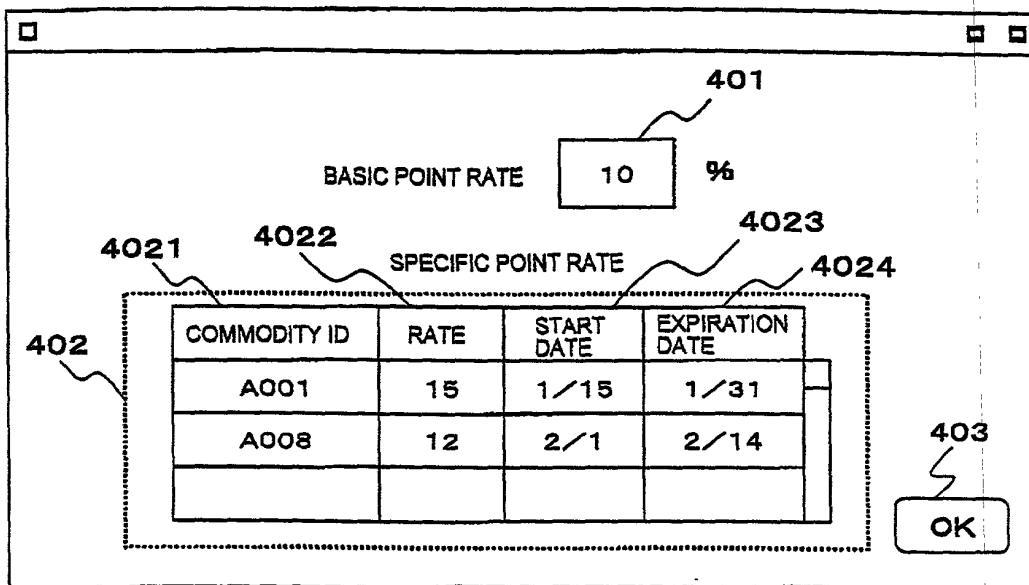


FIG.8

## GIVING POINTS SETTING SCREEN

400



The diagram illustrates a 'GIVING POINTS SETTING SCREEN' (400) with a windowed interface. At the top, there is a 'BASIC POINT RATE' section (401) containing a text input field with the value '10' and a '%' symbol. Below this is a 'SPECIFIC POINT RATE' section (402) which contains a table (4021) with four columns: 'COMMODITY ID', 'RATE', 'START DATE', and 'EXPIRATION DATE'. The table has three rows: the first row contains 'A001', '15', '1/15', and '1/31'; the second row contains 'A008', '12', '2/1', and '2/14'; the third row is empty. To the right of the table is a vertical scroll bar (4024). Below the table is an 'OK' button (403) with a lightning bolt icon above it. Labels 4021, 4022, 4023, and 4024 point to the table, the 'SPECIFIC POINT RATE' label, the 'START DATE' column, and the scroll bar respectively.

COMMODITY ID	RATE	START DATE	EXPIRATION DATE
A001	15	1/15	1/31
A008	12	2/1	2/14

FIG.9

## SPECIFIC POINT RATE SETTING SCREEN

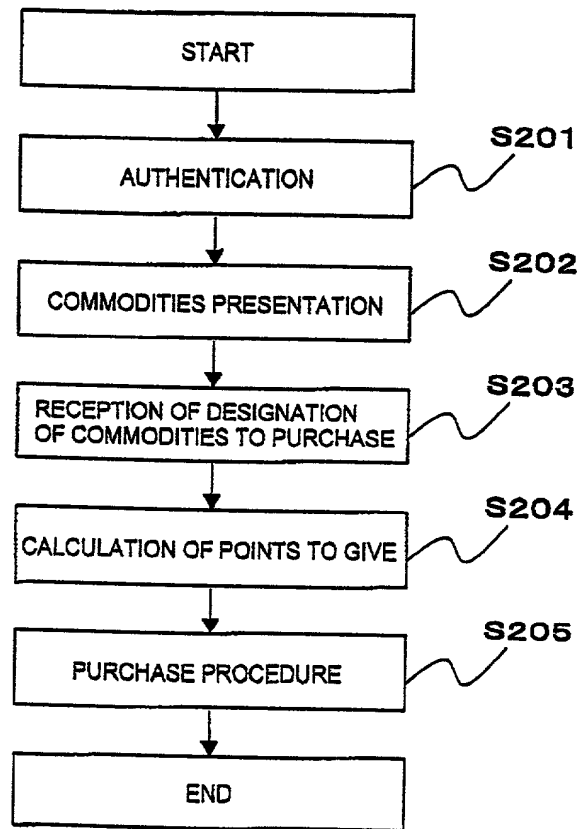
410

COMMODITY NAME	SPECIFIC RATE	START DATE	EXPIRATION DATE
000	15	1/15	1/31
0Δx			
xO□			
ΔO□	12	2/1	2/14
xOO			

END

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FIG.10





# FIG.11

## AUTHENTICATION SCREEN

500

The diagram shows a rectangular window representing an authentication screen. At the top of the window is a title bar with a small square icon on the left and two small square icons on the right. Inside the window, there are two rectangular input fields stacked vertically. The top input field is labeled 'CUSTOMER ID' followed by a horizontal line for text entry; a wavy line connects this field to the label '501' to its right. The bottom input field is labeled 'PASSWORD' followed by a horizontal line for text entry; a wavy line connects this field to the label '502' to its right. At the bottom of the window, there are two rounded rectangular buttons. The button on the left is labeled 'NEW REGISTRATION' and has a wavy line connecting it to the label '504' above it. The button on the right is labeled 'OK' and has a wavy line connecting it to the label '503' above it.

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T07090" 98897850

**SECRET**

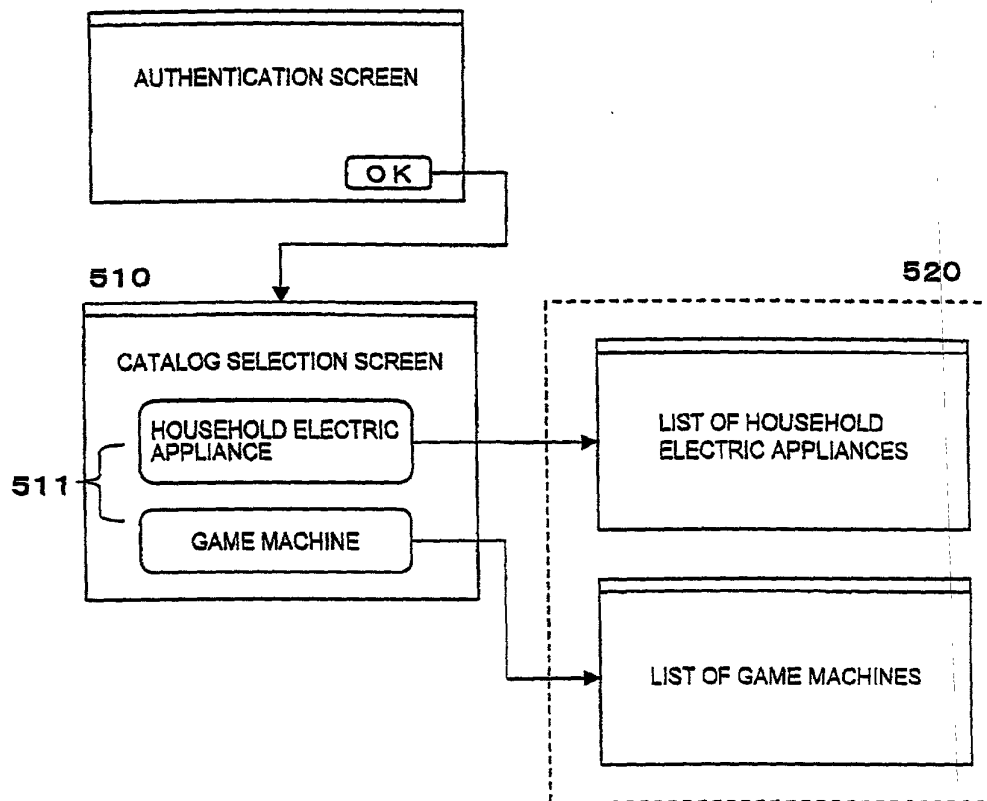


FIG.13

## COMMODITY LIST SCREEN

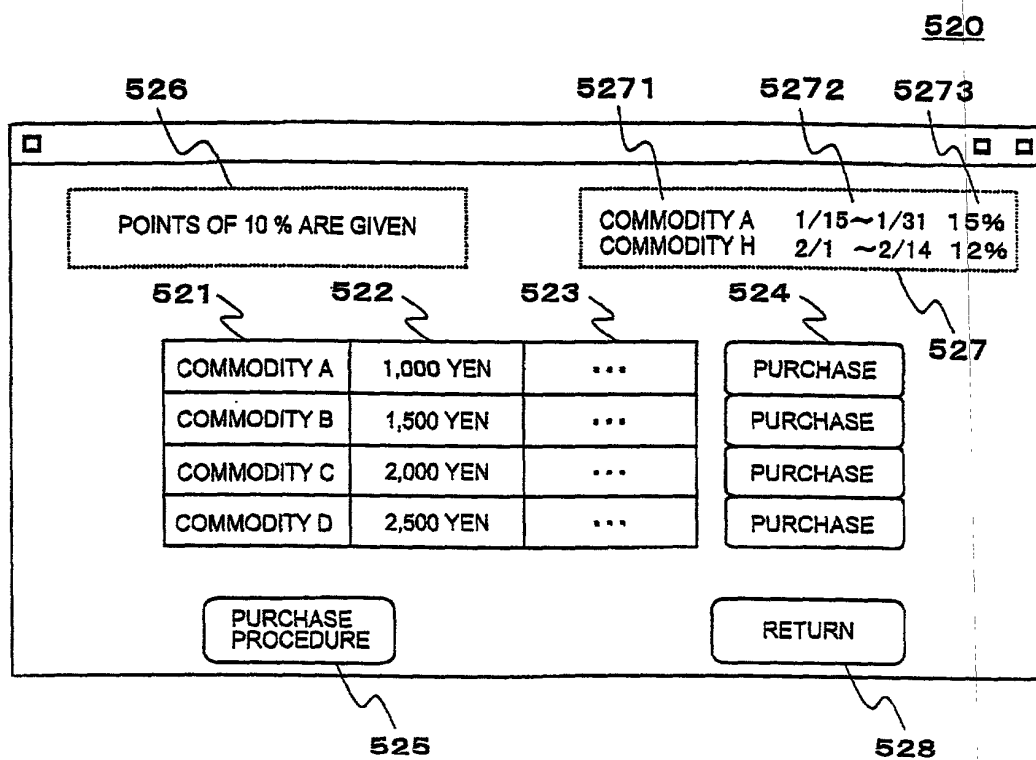


FIG.14

PURCHASE PROCEDURE SCREEN

530

The diagram illustrates a 'PURCHASE PROCEDURE SCREEN' (530) with the following components:

- 531**: A box labeled 'COMMODITIES TO PURCHASE' containing 'COMMODITY A' and 'COMMODITY B'.
- 532**: A label 'AMOUNT OF PURCHASE' followed by the value '2,500 YEN'.
- 533**: A label 'NUMBER OF POINTS' followed by the value '375'.
- 534**: A label 'DELIVERY ADDRESS' followed by a dotted line for input.
- 535**: A dashed box containing three fields: 'CARD COMPANY' (with a dotted line), 'CARD NUMBER' (with a dotted line), and 'TERM OF VALIDITY' (with a dotted line and a slash).
- 536**: A button labeled 'DECISION OF PURCHASE'.
- 537**: A button labeled 'RETURN'.

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